What is the goal? The goal of the simulation is to get the highest score possible. This is done by making the best use of your productivity bar in the allotted time. The “time” is just a general day in life.

Goal: Get through the simulation being as productive as possible. Some players might want to run through it doing the choices they want and trying the simulation repeatedly to achieve a higher score.

How: Each scenario will have an option to replenish your resource or spend it. Other options will be a mixture of to ensure that the player isn’t hard stuck regaining their resources. Let’s say you wake up at 7 AM and go to bed at 10PM (15 hours total). What choices will you make by the hour?

Maybe:

* Assignments/projects are vague. Might be able to add in a bar representing each so the player can know how far along they are with them.

First Scene:

* Start: 100% Productivity
* Scenario: You just woke up and are ready to start the day. (7 AM to 8 AM)
* Choices:
* Sleep for another 30 minutes (Productivity +10)
* Work on an assignment for an hour. (Score +5, Productivity -15)
* Talk with a family member for an hour (Productivity +10)
* Work on a large project for an hour (Score +10, Productivity -15)

Second Scene:

* Scenario: 8AM to 9 AM.
* Have breakfast. (Productivity +10)
* Skip breakfast and work on another assignment (Score +10, Productivity -15)

Third Scene:

* Scenario: Classes got cancelled today. How will you structure your day? 10AM – 11 AM
* Balanced schedule of productivity and leisure time. (Productivity +10)
* More emphasis on productivity, less on leisure time. (Productivity +10)
* More emphasis on leisure time, less on productivity. (Productivity +10)
* Play on your PS5. (Productivity +10)

Fourth Scene:

* Scenario: 11AM – 12PM. Hold everything. You just got a text from your friend about an exam next week. You have yet to study.
* Make a study plan, organize a group study session, etc. (Productivity +10)
* Continue working on assignments, leaving the topic of studying for another day. (Score +10, Productivity -15)
* Text your friend that informed you, full well knowing you’re going to talk about a million other things. (Productivity +10)
* Go for a brisk walk enjoying the afternoon. (Productivity +10)

Fifth Scene:

* Scenario: 12PM – 1 PM. First segment of filler items.
* Continue working on assignments/projects. (Score +10, Productivity -15)
* Afternoon nap. (Productivity +10)
* Work on a project while voice chatting with friends who are also working on the same project. (Score +10, Productivity -15)
* Play a sport of your choosing. (Productivity +10)

Sixth Scene:

* Scenario: 1PM – 2 PM. You have some chores to do.
* Continue working on assignments/projects. (Score +10, Productivity -15)
* Focus on house chores. (Productivity +10)
* Watch a short movie instead of doing chores. (Productivity +10)
* Complain to a friend about having to do chores. (Productivity +10)

Seventh Scene:

* Scenario: 2PM – 3PM. Lunch.
* Spend an hour on lunch. (Productivity +10)
* Continue working on assignments/projects. (Score +10, Productivity -15)

Eight Scene:

* Scenario: 3PM – 4PM. 2nd segment of filler
* Continue working on assignments/projects. (Score +10, Productivity -15)
* Take a nap. (Productivity +10)
* Work on a project while voice chatting with friends who are also working on the same project. (Score +10, Productivity -15)
* Go out with your friends. (Productivity +10)

Ninth Scene:

* Scenario: Its starting to get late. You can use a break 5PM-6Pm
* Continue working on assignments/projects. (Score +10, Productivity -15)
* Take a nap. (Productivity +10)
* Listen to some music then work on assignments/projects. (Score +10, Productivity -15)
* Play video games. (Productivity +10)

Tenth Scene:

* Scenario 7-8pm. Dinner
* Eat dinner. (Productivity +10)
* Skip dinner and work on assignments. (Score +10, Productivity -15)

Eleventh Scene:

* Scenario: 8-9pm.
* Work on assignments/projects. (Score +10, Productivity -15)
* It’s too late to nap or work so play video games. (Productivity +10)
* Chat with friends/family. (Productivity +10)
* Sleep early. (Ends simulation)

Twelfth Scene:

* Scenario: 9-10pm
* It’s the final stretch. Dedicate this last hour to being productive. (Only this should boost the score here) (Score +10, Productivity -15)
* To hell with productivity, I’m tired so I’m going to sleep. (Productivity +10)
* Think about the life choices that lead you to this very point. (Productivity +10)
* Chat with friends/family. (Productivity +10)

Scoring System:

* Start off with 80 productivity.
* Productivity/Point Thresholds:
  + 50-100 = full points on assignments/projects.
  + 0-49 = no points on assignments/projects.
* Productivity/Recovery Threshold:
  + The goal is to have it steadily decrease, with a few chances to really bring it up.
  + Need a default value to reduce productivity by. This value will be 10.
  + Need a default value to increase productivity. This value will be 15.
* Need to add in methods in the game object script.
* The task will give different point values. (5 or 10)
* Need methods for
  + (Productivity +10)
  + (Score +10, Productivity -15)
  + (Score +5, Productivity -15)
  + End simulation

Ran into an issue where the data for the score and productivity bar wouldn’t transfer over between scenes. I fixed this using playerprefs but another problem came with this. If you kept on playing the game, the score never reset so each run through would have the score of the previous. To fix this I set the playerprefs values of the score and productivity bar on the ‘simulation start’ scene. This resets the value on every iteration of the game and works as intended.

ScoreManagerScript (Below)

A screen shot of a computer program

Description automatically generated

A screen shot of a computer

Description automatically generated

This code is used in every scene of the simulation. How the points get added to the score and are saved is done here.

Simulation\_Score\_Points

A screen shot of a computer program

Description automatically generated

These methods are attached to the buttons that mimic the choices you can make in the simulation. They are added as ‘onclick’ functions and vary between each scene, depending on the choice and what it does.

Productivity Bar

A screenshot of a computer program

Description automatically generated

A screen shot of a computer program

Description automatically generated

Once scenes are made, they must be added into the build settings of the unity project so the game can load that specific scene.

Important to note that to test the scenes the simulation must start from ‘SimulationScene0’ otherwise the Playerpref data will persist from previous runs of the game.

Every button has two onclick methods. One for the points and one to advance the scene. First one is for points the second one to advance the scene.

Method names:

* P+10: No\_Points\_Just\_Productivity()
* S+10,P-15: Add\_Points\_Medium()